PlayStation

NTSC U/C

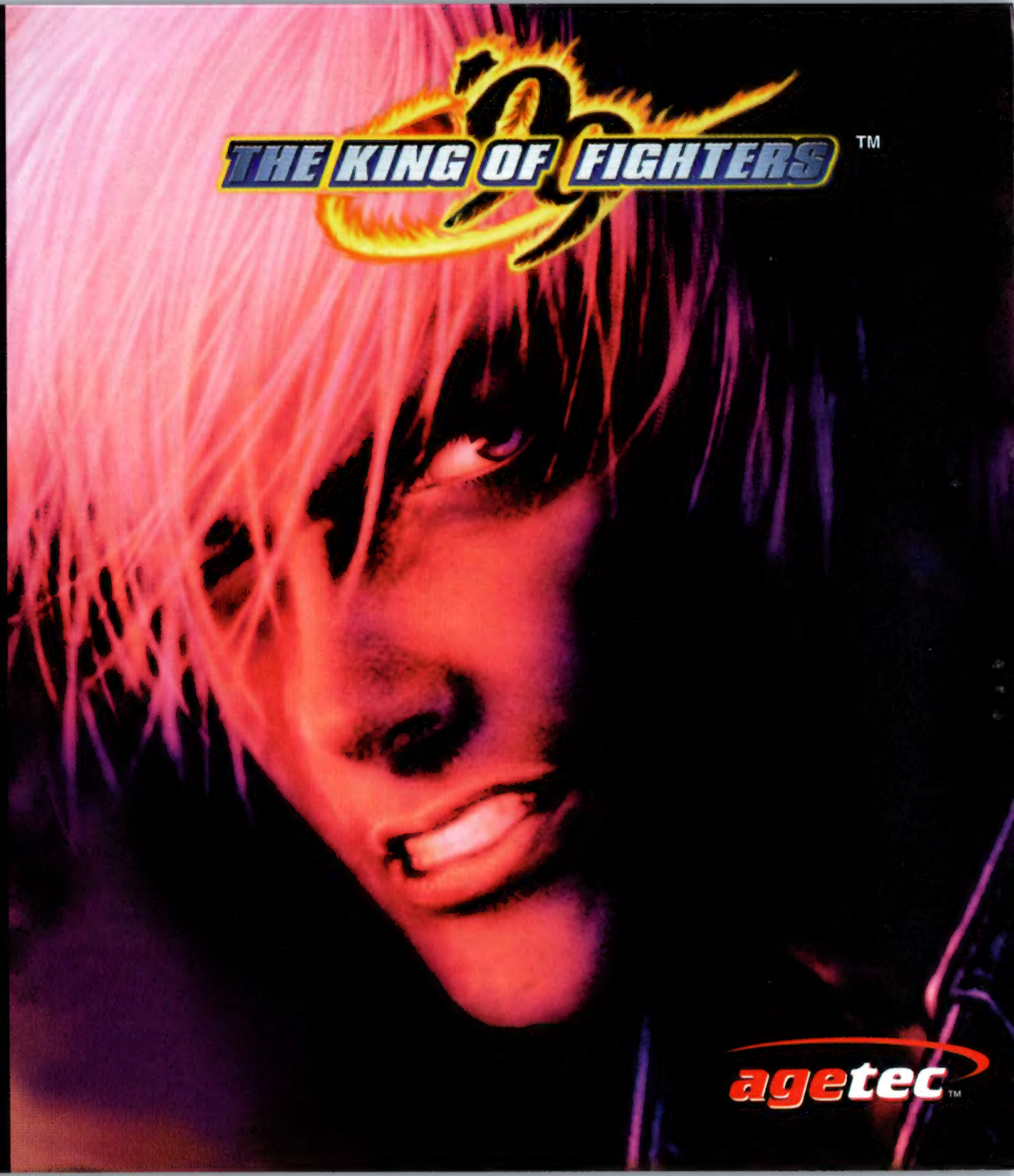
PlayStation

TEEN

CONTENT RATED BY ESRB

SLUS-01332

THE KING OF FIGHTERS™



agetec™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

THE KING OF FIGHTERS™

A WORD OF GRATITUDE

One fistful of thanks for your purchase of this PlayStation edition of "The King of Fighters '99." Please read through this user's manual carefully to enjoy "KOF" the way it was meant to be played. Finally, don't lose this user's manual. Or else!

★Refer to the PlayStation instruction booklet, too, when reading this manual.

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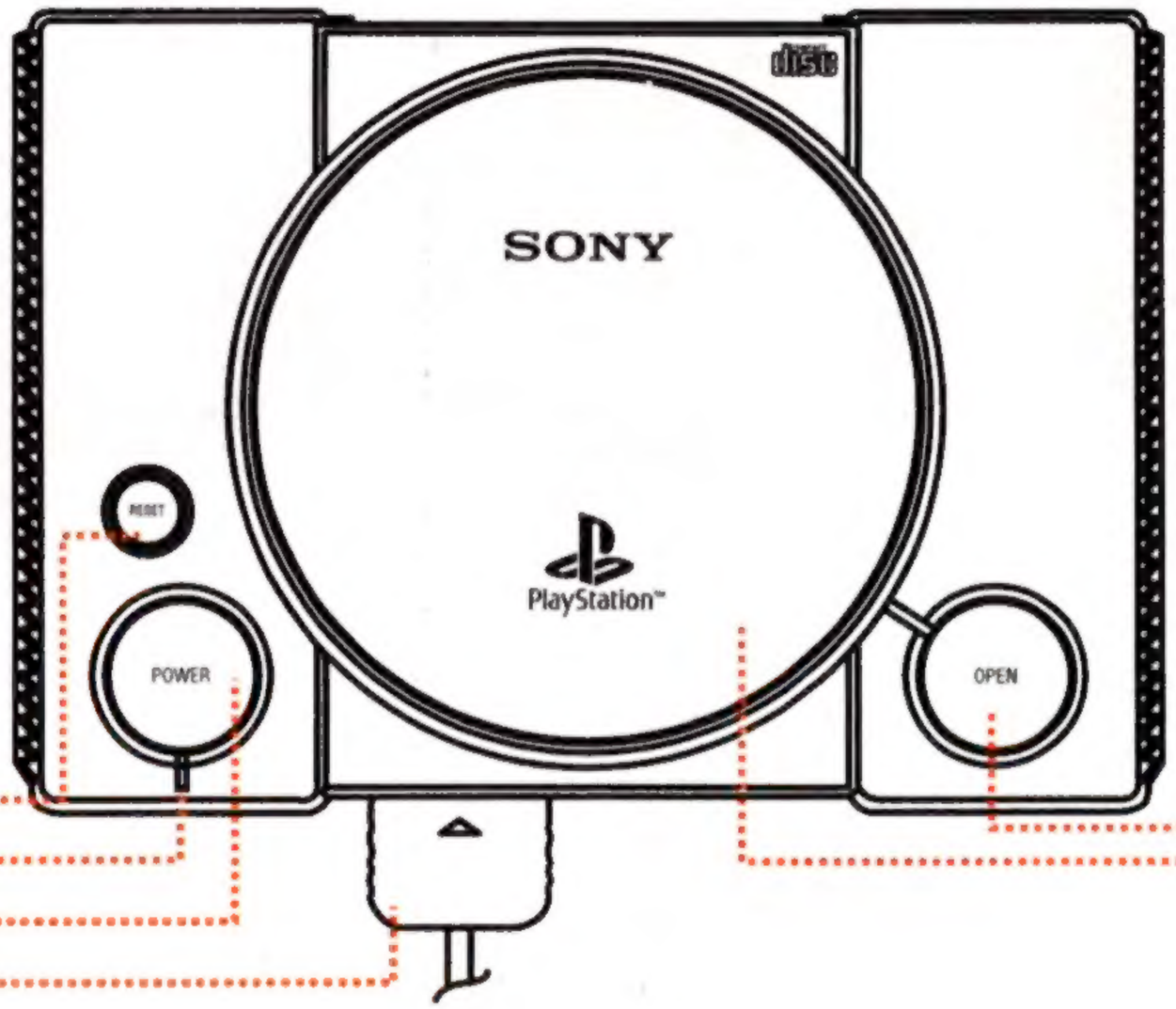
CONSOLE SETUP

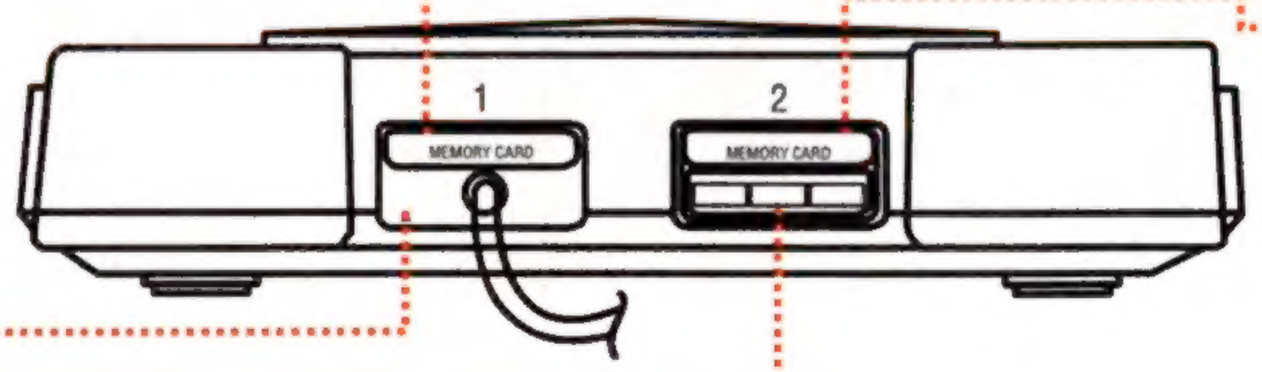
Set up your PlayStation game console according to the instructions in its instruction manual. Make sure the power is off before inserting or removing a compact disc. Insert THE KING OF FIGHTERS '99 disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

CONSOLE

TOP VIEW



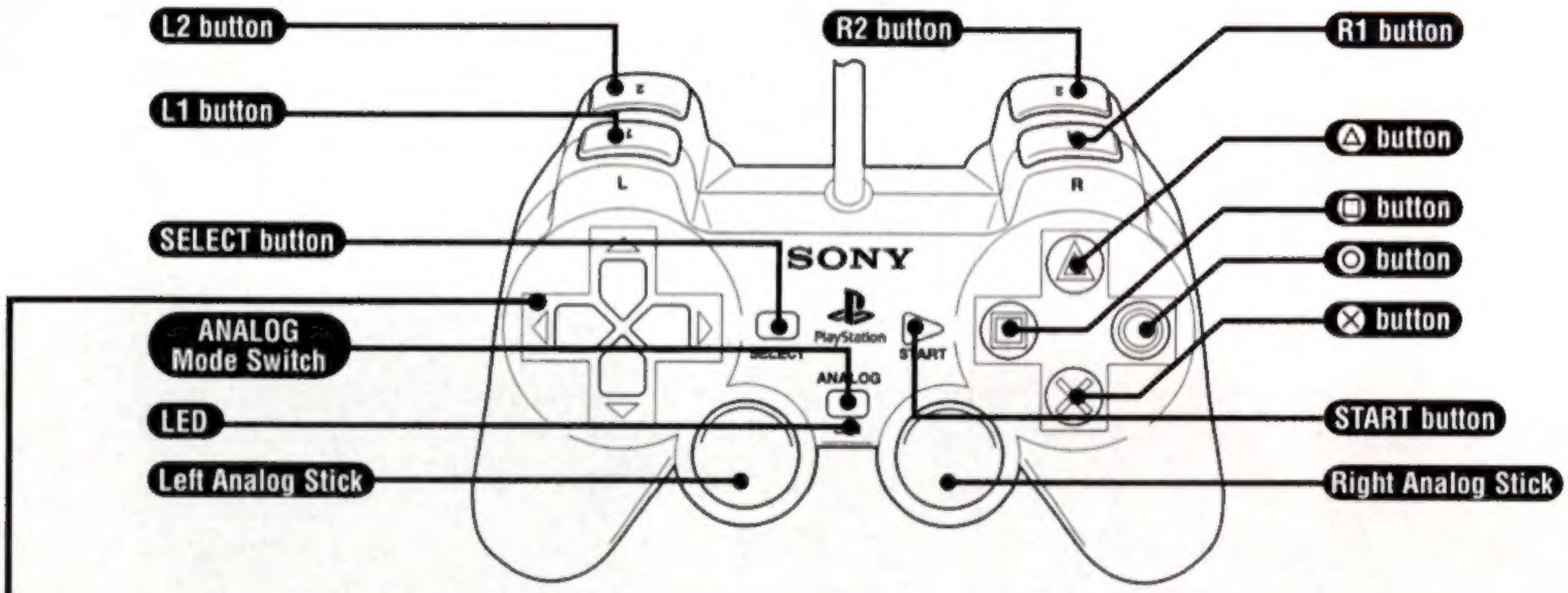
FRONT VIEW



CONTROLLER COMMANDS

CONTROLLER

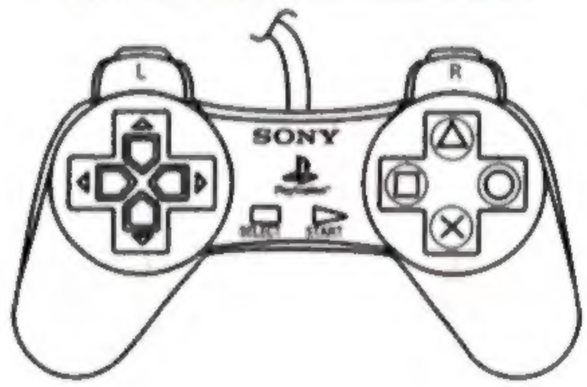
DUALSHOCK™ analog controller



Directional button	← → ↑ ↓

- ★ Push the START Button and the SELECT Button together during game play to reset the game.
- ★ The analog controller will vibrate whether the LED lights up or not. Turn the vibration function on or off with the Option Mode. (See pp. 14-17)
- ★ The right and left sticks of the analog controller are not used.
- ★ All commands listed above refer to initial game settings. Commands for each button can be changed in Option Mode. (See pp. 14-17)
- ★ To quit a game, press the START button to pause the game and select EXIT to return back to the Mode Select screen.

Regular Controller



NOTE: Compatible only in Digital and Vibration mode.
NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

PROLOGUE

KICK OFF OF THE KING OF FIGHTERS!

Once again, invitations to the KOF Tournament are received by fighters throughout the world. But this year, gone are the promotions and hype of previous years, prompting suspicions among the participants. And to make things more fishy, a new set of rules has been etched on the invitations.

FROM NOW ON, THE STRIKER MATCH RULES!

"Striker Match...!?" The fighters cannot hide their fluster caused by this unfamiliar phrase. Jeidern, smelling a rat, dispatches Ralf and company to find the truth behind this tournament. And Benimaru Nikaido has also been invited to the event as a member of "Special Team." His appointed teammates are listed only as "K Prime" and "Maxima." Benimaru is puzzled by these nobodies. With a major lump stuck in his craw, he heads for the venue with the other fighters. What is this "Striker Match?" What is the secret behind this year's KOF? In the midst of these unsettling mysteries, the curtain rises on the fin de siecle festivities!!!

WHAT'S THE STRIKER MATCH?

HERE'S WHAT THE STRIKER MATCH IS. GET USED TO IT. YOU'RE GOING TO SEE MORE OF THIS!

IN TEAM BATTLES

Teams include 3 fighters and 1 Striker. The fighter who becomes a Striker can jump into a match to help out teammates any time during a match (for a limited number of times).

MATCH RULES

The first members of both teams begin to fight a one-round match. When the winner is decided, the loser is replaced by the second member of his/her team. The winner stays to fight on with his/her remaining energy levels when the first battle ended (but the winner's energy is restored slightly with the victory and time bonuses). The first team to beat all three members of the opposing team wins and goes on to the next match.

IN SINGLE BATTLES

One fighter appears in single battles accompanied by a Striker. As with team battles, the Striker can jump in to help out the fighter at any point during a match (for a limited number of times).

MATCH RULES

The first fighter to win the majority of the determined number of rounds (or number of victory points) wins. Victory points (number of rounds to play) can be adjusted in the Option Mode. (See pp. 14-17.)

A GLANCE AT THE GAME SCREEN

❶ **Life Gauge:**.....Shows the remaining energy of fighters during battle. When the energy is gone, the character loses. The gauge will flash red when energy falls to a certain level.

❷ **Timer:**.....Shows remaining round time. If it reaches 0, the fighter with the most energy wins.

❸ **Power Gauge:**.....Increases as fighters attack opponents or receive damage (see p.11).

❹ **Your Character:**.....Shows the face of your character currently in use.

❺ **Team Member Names:**.....Shows the names of characters waiting to fight.

❻ **Striker:**.....Shows the face and name of the Striker character (see p.11).

❼ **Strike Bomb:**.....Use up a bomb to summon the Striker into the match to help (see p. 11).

THE TITLE MENU

SELECT 1 MENU FROM THE 6 DISPLAYED ON THE TITLE SCREEN.

GAME START

Calls up the Mode Select screen to start game play.

ART GALLERY

Calls up the Art Gallery Mode for viewing various illustrations, etc. (See p. 18).

DEMO GALLERY

Calls up the Demo Gallery for watching various game demos. (See p. 19).

VOICE GALLERY

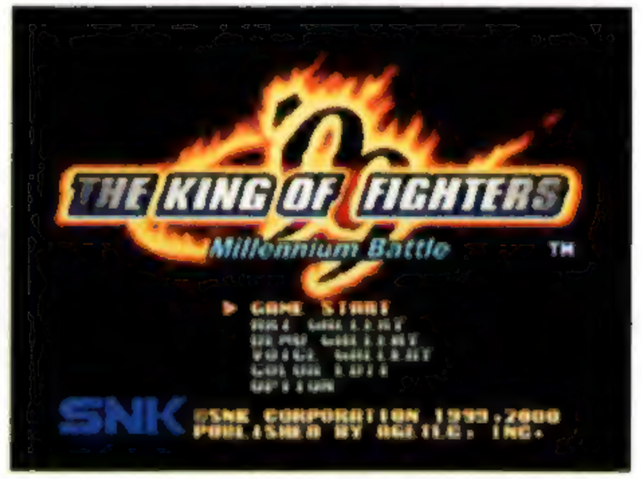
Calls up the Voice Gallery for hearing various character dialogs. (See p. 19).

COLOR EDIT

Enter the Color Edit mode to change the color of character costumes. (See p. 20).

OPTION

Pop into Option Mode and change game settings to spice up the action. (See p. 17).



★Regardless of the selected menu, the game will begin automatically if the START Button is pressed when the Title Screen's displayed.

BEGINNING GAME PLAY

SELECT "GAME START" ON THE TITLE SCREEN OR PUSH THE START BUTTON

❶ MODE SELECT

Decide the Game Mode. Select 1 of the 7 following options.

TEAM PLAY	A single-player team battle mode against CPU (computer) teams.
TEAM VS.	A two-player team battle mode.
SINGLE PLAY	A one-on-one battle mode against a CPU character.
SINGLE VS.	A one-on-one battle mode for two players.
SINGLE ALL	Choose a character to take on all the remaining CPU characters. Unlike the SINGLE PLAY Mode and SINGLE VS. Mode, your character and Striker cannot be changed for each match, and there are no battles against the computer's Striker characters.
PRACTICE	A practice mode to polish the input of commands, etc. (See p.13).
EXIT	Return to the Title Screen.

❷ SELECT TEAM MEMBERS

Decide on 4 team members. Choose characters in the desired order (until the fourth teammate is selected, it's possible to substitute characters previously selected by matching the cursor to a character, pushing the × Button, and selecting another character). Select 2 characters in one-on-one battles.

❸ SELECT FIGHTING ORDER

Decide the order for team members to appear in matches and the Striker. Since each of the four selected characters are assigned the ×, ○, □ or △ button, press the appropriate button for the first character and the others for the remaining positions (the fourth character becomes the Striker). Fighting order can be changed for each stage. Use the same procedures for selecting fight order in one-on-one battles (and fighting order can be changed for each stage, too).

❹ LET THE MATCH BEGIN!

TEAM EDIT ROULETTE

Leave it up to Lady Luck to randomly select characters with the roulette feature in the Select Team Member phase. Move the cursor to the "?" mark icon in the center of the Member Select Screen, then push either the ×,○,□,or△ button.

BURST-IN PLAY

Push the START Button of the unused controller in any Team Play or Single Play battle to enter two-player match play.

CONTINUE SERVICE

After losing a match in Team Play or Single Play, the continue countdown is displayed. If the START Button is pushed before the countdown reaches "0", the Continue Service Screen will appear making it possible to select 1 of the 4 following service bonuses. Press either the ×,○,□ or△ Button for the desired bonus.

× BUTTON: 1/3 Opponent Power: Resumes game play with your opponents power at 1/3 its normal level.
○ BUTTON: Power Gauge MAX: Resumes game play with the Power Gauge at MAX.
□ BUTTON: Striker MAX: Resumes game play wherein the Striker can be used freely.
△ BUTTON: No Service: Restarts normal match play with no service bonuses.

DATA BACK-UP

Use the separately sold memory card to save and load game data. Insert a memory card into the MEMORY CARD slot 1 before turning the PlayStation game console on.

★TO SAVE DATA...Select "YES" on the Save Select Screen after a game ends.
★TO LOAD DATA...Select "YES" to resume play when the Load Select Screen appears after Mode Select.

CHARACTER MOVES

Commands described below are initial settings, and "×,○, □,△" are button abbreviations.
The arrows represent the following:

Basic Moves

When characters are facing right.

Move	→ (forward) or ← (backward)
Jump	↖ or ↑ or ↗ make big, medium, and small jumps pressing the direction keys in various ways.
Crouch	↙ or ↓ or ↘
Guard	← (standing guard) or ↙ (crouching guard) while attacked.
Punch	× Button (Light) or □ Button (Strong)
Kick	○ Button (Light) or △ Button (Strong)

Special Moves

When characters are facing right.

Dash	→→ quickly
Back Step	←← quickly
Forward Guard Cancel Emergency Escape	Push × +○ simultaneously (or → +×,○ simultaneously)
Backward Guard Cancel Emergency Escape	Push ← + × + ○ simultaneously
Moving Attack	Push either the (×,○,□ or △) button during an "Emergency Escape"
Body Toss Attack	Push → + □ Button or △ Button
Body Toss Escape	Push ← or → +×,○,□ or △ when caught in normal body toss
Knockdown Recover	Push × + ○ simultaneously right before being knockdown
Razz	Push the SELECT Button

SUMMONING THE STRIKER

The Striker saves teammates during matches, and the proper use of this character is the key to victory. The Striker can be summoned at any time by pushing the ○ + □ buttons simultaneously with a supply of Strike Bombs. Three Strike Bombs are provided at the beginning of a match, and an extra Strike Bomb is added when characters are substituted, for a maximum of 5 bombs. The number of available Strike Bombs can be changed in the Option Mode. (See pp. 14-15.)

Striker Summons:	Push the ○+□ Buttons simultaneously (uses up 1 Strike Bomb)

POWER GAUGE

The power gauge at the top of the screen increases each time your character attacks an opponent or receives damage. Gauges are stocked away when they reach a certain level. Store up a maximum of 3 gauges, then use up a gauge to enable one of the moves below.

▸ USES 1 POWER GAUGE

Super Special Move:	Use a Power MAX Super Special Move when the Life Gauge flashes red
Forward Guard Cancel Emergency Escape:	In the guard position, push ➡ + ✕ + ○ buttons simultaneously
Backward Guard Cancel Emergency Escape:	In the guard position, push ⬅ + ✕ + ○ buttons simultaneously
Guard Cancel Blow-Away Attack:	In the guard position, push □ + △ simultaneously

▸ USES 3 POWER GAUGES

Activate "Counter Mode":	Push □ + ○ + △ simultaneously. (See next page.)
Activate "Armor Mode":	Push ○ + □ + △ simultaneously. (See next page.)

COUNTER MODE

Use up all 3 Power Gauges to enter this mode for a fixed time. Counter Mode mainly increases the power of a character's attacks and turns the character red during activation. When 3 Power Gauges have been stocked, push ✕ + ○ + □ simultaneously. The following "power-ups" are activated during Counter Mode.

- **Use Super Special Moves whenever you want! (Power MAX Super Special Moves cannot be used.)**
- **Link Special Attacks, Special Moves, and Super Special Moves to a Cancel Move from a Moving Attack.**
- **"Super Cancellation Attacks" can be combined with Super Special Moves with a Cancel Move from a Special Move.**

★The Guard Cancel Emergency Escape and Guard Cancel Blow-Away Attack cannot be used.

ARMOR MODE

Enter this mode temporarily with the use of all 3 Power Gauges. This mode mainly increases a character's defenses and turns the character yellow during activation. When 3 Power Gauges are stocked, push ○ + □ + △ simultaneously. In the Armor Mode, the following "power-ups" are enabled.

- **Even when guarding against Super Special Moves, life energy doesn't decrease.**
- **Even when sustaining an attack, stay tough in the invincible "Super Armor" state.**
- **Smack opponents into the 22nd century with the "Moving Attack."**

★Super Special Moves, Guard Cancel Emergency Escapes, and Guard Cancel Blow-Away Attacks cannot be used.

PRACTICE MODE

Select "PRACTICE" on the Mode Select screen and select characters in the following order: "Your Character," "Your Striker," "Practice Opponent," and "Practice Striker." Next change settings for the practice opponent when the Practice Menu appears, and begin the practice mode. Practice Mode can be started from either the Player 1 or Player 2 control pad.

PRACTICE MENU SCREEN COMMANDS

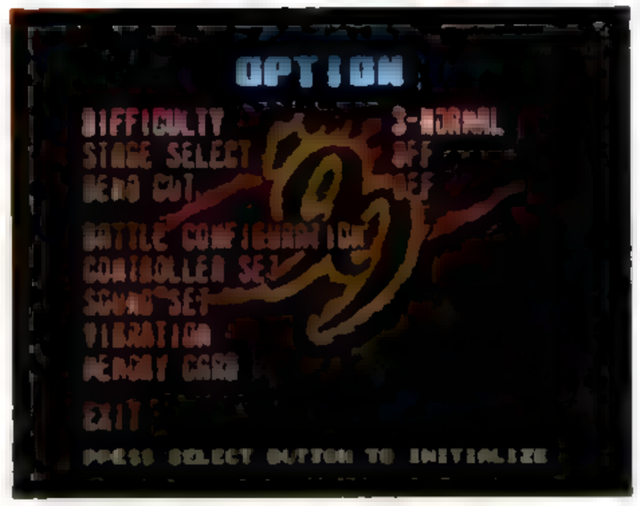
Push the up and down direction keys to select an item and right and left to change settings (turn functions ON or OFF, etc.).

START.....Push the ✕ button here to begin practice.
ACTION.....Select your opponent's actions--STAND, CROUCH, JUMP.
COUNTER.....Determines whether your opponent can dish out counter damage.
ATTACK.....Determines whether your opponent can attack.
GUARD.....Determines whether your opponent can guard against attacks.
LIFE.....Sets the level of your character's Life Gauge. (FULL/RED = flashing red gauge.
CHARACTER CHANGE.....Calls up the Member Select Screen Screen.
EXIT.....Push the ✕ button here to return to the Mode Select Screen.

★Stuff To Be Careful Of
-Push the START Button during practice to call up the Pratice Menu Screen
-When you razz a player with the Select button during practice, the opponent will move forward (only if ACTION is set to STAND).

OPTION MODE

Select "OPTION" on the Title Screen to call up the Option Screen and change various game settings. Push the up and down directional buttons to select an item and the left and right directional buttons to change settings.



GAME OPTION

DIFFICULTY.....Set the game difficulty of CPU battles at 1of 8 levels.

STAGE SELECT.....Decide whether to display the Stage Select Screen in TEAM VS. and SINGLE VS. Modes. Switching this to ON lets you select stages before a match.

DEMO CUT.....Decide wheter to simplify Select Screens and omit story demos. Switching this to ON cuts out story demos.

BATTLE CONFIGURATION.....Push the × button here to call up the Battle Config Screen. (See p.15.)

CONTROLLER SET.....Push the × button here to call up the Controller Set Screen. (See p.15.)

SOUND SET.....Push the × button here to call up the Sound Set Screen. (See p.16.)

VIBRATION.....Push the × button here to call up the Vibration Screen. (See p.16.)

MEMORY CARD.....Push the × button here to call up the Memory Card Screen. (See p.17.)

EXIT.....Push the × button here to return to the Title Screen.

BATTLE CONFIGURATION

Change the system of play during matches with the Battle Config. Screen. Push the up and down directional buttons to select items and the right and left directional buttons to change settings.

PLAY TIME.....Change the time limit for matches.
POWER GAUGE.....Select from 3 types of Power Gauge conditions during matches.
STRIKER.....Determine the number of times the Striker can be used (0 to 5 times or no limit).
SINGLE POINT.....Select the number of rounds needed to win Single Battle matches.
DISP. CUT.....Decide whether to display Remaining Time, the Life Gauge, and the Power Gauge on the screen.
EXIT.....Push the × Button here to return to the Option Screen.

CONTROLLER SET

Control pad settings can be changed with the Controller Set Screen. Change settings on both the Player 1 and Player 2 controllers. First, since selection menus for types of character commands will appear, select one type with the direction key and push the × button to call up the Key Setting Screen.

When you want to end controller settings with only adjustments to command types, push the directional buttons to select a Type Menu and push the ○ button. Then select "EXIT," push the × button, and return to the Option Screen.

NORMAL.....The L1, L2, R1, and R2 buttons are not used for commands (initial setting).
SIMPLE.....Assigns escape commands to R1 and R2, Striker attacks to L1, and attack to L2.
SPECIAL.....Assigns special commands to each of the L1, L2, R1, and R2 buttons.
EXIT.....Return to the Option Screen.

★Button assignments can be made for the Counter Mode Activation and Armor Mode Activation, too

When the Type is selected, the Key Setting Screen appears to change command settings for buttons. Select the desired command setting by pushing the up and down directional buttons, and push the desired button (change assigned special commands with the right and left directional buttons using Simple Type). After changing settings, select "EXIT" to return to the Type Select Screen and select "EXIT" to return to the Option Screen.

SOUND SET

Adjust audio output modes and volume with the Sound Set Screen. Push the up and down directional buttons to select an item and the right and left keys to change settings.

SOUND MODE.....Change TV sound to stereo or monaural.
VOLUME SET.....Adjust the volume of "BGM" and "S.E" (Sound Effects).
EXIT.....Push the × button here to return to the Option Mode.

VIBRATION

Determine whether the DUALSHOCK™ analog controller vibrates with the Vibration Screen. Push the up and down directional buttons of both Player 1 and Player 2 controllers to select an item and switch vibration ON or OFF with the left and right keys.

ATTACK VIBRATION.....Determines vibration during attacks.
DAMAGE VIBRATION.....Determines vibration when damage is received.
EXIT.....Push the × button here to return to the Option Mode.

MEMORY CARD

Save and load setting changed with the Option Screen and game progress data to and from the memory card using the Memory Card Screen. Select from the 3 items below.

DATA LOAD.....Loads saved option settings data and game progress data. After selecting this item, select "YES" when the "LOAD DATA?" message appears.

DATA SAVE.....Saves option settings changed within the Option Screen and game progress data. After selecting this item, select "YES" when the "SAVE DATA?" message appears.

EXIT.....Push the × button here to return to the Option Screen.

★When using a memory card, insert it into the MEMORY CARD slot 1 before turning the PlayStation console on (This game does not use the MEMORY CARD slot 2.)

ART GALLERY

Select "ART GALLERY" on the Title Screen to enter a virtual art gallery to look over original drawings and unreleased illustrations. When the Art Gallery Menu Screen appears, select 1 of the following menus.

UNUSED ART.....Take a peek at drawings of unused characters, etc.
ROUGH ART.....View sketches and original drawings.
VICTORY ART.....Peek at preliminary drawings for victory message.
ILLUSTRATIONS...Feast your eyes on original illustrations.
EXIT.....Push the × button here to return to the Option Screen.

ILLUSTRATION SCREEN COMMANDS

× BUTTON.....Proceed to the next graphic (NEXT).
○ BUTTON.....Return to the previous graphic (BACK).
□ BUTTON.....Select whether the Control Panel is displayed.
△ BUTTON.....Not used.
SELECT BUTTON.....Return to the Art Gallery Menu Screen (QUIT).

DEMO GALLERY

Select "DEMO GALLERY" on the Title Screen to enter the Demo Gallery and watch demo animations for all the teams defeated until now. When the Demo Gallery Menu appears, push the left and right directional buttons to select team names and push the ○ button after selecting the desired demo. Push the START Button to stop a demo and return to the Mode Select Screen. Demos for teams which have not yet been beaten cannot be seen. So get to work!

VOICE GALLERY

Select "VOICE GALLERY" on the Title Screen to enter the Voice Gallery and listen to dialog characters say before a match. For an extra bonus, select specific combinations of characters to enjoy hidden dialogues you'd never hear otherwise.

VOICE GALLERY SCREEN COMMANDS

LEFT, RIGHT DIRECTIONAL BUTTONS.....Move the cursor into the Player 1 and Player 2 area.
UP, DOWN DIRECTIONAL BUTTONS.....Change the character where the cursor is placed.
× BUTTON.....Confirm a selected item.
SELECT BUTTON.....Return to the Title Screen.

★The ○, □, △, and START buttons are not used.

COLOR EDITING

Select "COLOR EDIT" on the Title Screen to call up the Color Edit Menu Screen and select original colored attire for a character (characters created with Color Edit can be used in other modes, too). Select a menu from the 5 listed below.

COLOR EDIT MENU

CHARACTER.....Select a character for color editing (see below).
COLOR EDIT.....Change the color of the selected character (see below).
MEMORY CARD.....Save, Load color edit data (see below).
EXIT.....Return to the Title Screen.

COMMANDS AFTER SELECTING A CHARACTER

RIGHT, LEFT DIRECTIONAL BUTTONS.....Select characters
UP, DOWN DIRECTIONAL BUTTONS.....Select a File Number
✕ BUTTON.....Confirm

COLOR EDIT

RIGHT, LEFT DIRECTIONAL BUTTONS.....Select colors and an Edit Data Menu
UP, DOWN DIRECTIONAL BUTTONS.....Select a color palette (for some characters only)
✕ BUTTON +RIGHT, LEFT DIRECTIONAL BUTTONS....Confirm color selections or edit data.
○ BUTTON +RIGHT, LEFT DIRECTIONAL BUTTONS....Commands for shades of red
✕ BUTTON +RIGHT, LEFT DIRECTIONAL BUTTONS....Commands for shades of green
□ BUTTON +RIGHT, LEFT DIRECTIONAL BUTTONS....Commands for shades of blue

COMMANDS AFTER SELECTING THE MEMORY CARD

UP, DOWN DIRECTIONAL BUTTONS.....Select SAVE or LOAD
RIGHT, LEFT DIRECTIONAL BUTTONS.....Select memory card data
✕ BUTTON.....Confirm

★When using a MEMORY CARD, insert it into MEMORY CARD slot 1 before turning the PlayStation console on.
(This game is not compatible with the MEMORY CARD slot 2.)

CHARACTERS & THEIR SPECIAL MOVES

Understanding Special Move Command Symbol

Meanings of Symbols in Command Chart

- [→] Direction to push the Directional Button.
- [□ △ ✕ ○] Button abbreviations
- [★] Super Special Moves

Super Special Move Tips

- Super Special Moves can be used when there is a stock of Power Gauges during normal play.
- When Super Special Moves are used while the Life Gauge flashes red, they become Power MAX Super Special Moves.
- Super Special Moves can be used unlimitedly while the Counter Mode is activated (Power MAX Super Special Moves cannot be used).
- Super Special Moves cannot be used while Armor Mode is activated.

The Trigger	↓↘→ + □ or ✕
Crow Bite	→↓↘ + □ or ✕
Minute Spike	↓↙← + △ or ○
Blackout	↓↘→ + △ or ○
★ Chain Drive	↓↘→↘↓↙← + □ or ✕

M-4 Vapor Cannon	↓↙← + □ or ✕
Maxima Scramble	↓↘→ + □ or ✕
M-11 Dangerous Arch	near opponent ←↙↓↘→ + △ or ○
★ Bunker Buster	↓↘→↘↓↙← + □ or ✕
★ Maxima's Revenge	near opponent (→↘↓↙←)×2 + △ or ○

Iaido Kick	↓↘→ + △ or ○
Bounce-Back Tri-Level Kick	during Laido Kick ↓↑ + △ or ○
Shinku Katategoma	↓↙← + □ or ✕
Lightning Fist	↓↘→ + □ or ✕
★ Phantom Hurricane	↓↘→↓↘→ + △ or ○

★All commands are for characters facing toward the right of the screen.
★All button commands in the command list refer to the initial settings.
Other commands for Special Moves and Super Special Moves than those listed here exist in this game.
Find them and savor the taste of victory!

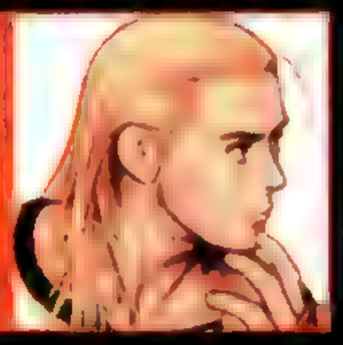
SHINGO YABUKI

Beginner's Wild Bite	↓↘→ + □
Beginner's Poison Bite	↓↘→ + ✕
Beginner's Demon Flyer	→↓↘ + □ or ✕
Beginner's Crescent Moon Crunch 210	→↘↓↙← + △ or ○
★ Burning Shinpo	↓↙←↙↓↘→ + □ or ✕

TERRY BOGARD

Burning Knuckle	↓↙← + □ or ✕
Power Wave	↓↘→ + ✕
Spherical Wave	↓↘→ + □
Rising Tackle	↓ briefly ↑ + □ or ✕
★ Power Geyser	↓↙←↙→ + □ or ✕

ANDY BOGARD



Zan Ei Ken	↙→ + □ or ✕
Hisho Ken	↓↙← + ✕
Violent Hisho Ken	↓↙← + □
Sho Ryu Dan	→↓↘ + □ or ✕
★ Shadow Comet Punch	↓↙←↙↓↘→ + □ or ✕

JOE HIGASHI

Hurricane Upper	←↙↓↘→ + □ or ✕
Tiger Kick	→↓↘ + △ or ○
Golden Heel Hurter	↓↙← + △ or ○
Megaton Punch	□ or ✕ repeatedly
★ Empyrean Tripper	↓↘→↓↘→ + △ or ○

MAI SHIRANUI

Ryu En Bu	↓↙← + □ or ✕
Night Plover	↓↙← + △ or ○
Kacho Sen	↓↘→ + □ or ✕
Deadly Ninja Bees	←↙↓↘→ + △ or ○
★ Phoenix Fandango	↓↙←↓↙← + □ or ✕

RYO SAKAZAKI

Tiger Flame Punch	↓↘→ + □ or ✕
Koho	→↓↘ + □ or ✕
Lightning Legs Knockout Kick	→↘↓↙← + △ or ○
Tiger Roar Punch	↓↙← + □ or ✕
★ Heaven Glaze Punch	↓↘→↓↘→ + □ or ✕

ROBERT GARCIA

Dragon Blast Punch	← briefly → + ▣ or ✕
Steaming Gale Kick	← briefly → + △ or ◉
Scalding Punt	↓ briefly ↑ + ▣ or ✕
Flying Dragon Slice	↓ briefly ↑ + △ or ◉
★ Dragon-Tiger Fandango	↓↘→↘↓↙←+ ▣ or ✕

YURI SAKAZAKI

Tiger Flame Punch	↓↘→ + ▣ or ✕
Rai Koh Ken	↓↘→ + △ or ◉
Hisho Ken Blitz	↓↙← + ▣ or ✕
The 100 Blows	→↘↓↙←→ + △ or ◉
★ Flying Phoenix Kick	↓↘→↘↓↙←+ △ or ◉

TAKUMA SAKAZAKI

Tiger Flame Punch	↓↘→ + ▣ or ✕
Steaming Gale Kick	↙ briefly → + △ or ◉
Tiger Boulder Bash	↓↙← + ▣ or ✕
Zan Retsu Ken	→←→ + ▣ or ✕
★ Haoh Shi Koh Ken	→←↙↓↘→ + ▣ or ✕

LEONA

Moon Slasher	↓ briefly ↑ + ▣ or ✕
Grand Saber	← briefly → + △ or ◉
X-Caliber	during jump ↓↙← + ▣ or ✕
★ V-Slasher	during jump ↓↘→↘↓↙←+ ▣ or ✕
★ Grateful Deceased	↓↘→↓↘→ + ▣ or ✕

RALF

Gatling Attack	← briefly → + ▣ or ✕
Soaring Bomber Punch	↓ briefly ↑ + ▣ or ✕
Vulcan Punch	▣ or ✕ repeatedly
Scrumming Ralf	→↘↓↙← + △ or ◉
★ Horsepower Vulcan Punch	↓↙←↙↓↘→ + △ or ◉

CLARK

Gatling Attack	← briefly → + ▣ or ✕
Super Argentine Back Breaker	near opponent ←↙↓↘→ + △ or ◉
Mounting Tackle	←↙↓↘→ + ▣ or ✕
Napalm Stretch	→↓↘ + ◉ or △
★ Running Three	(←↙↓↘→)×2 + △ or ◉

WHIP

Boomerang Shot	←↙↓↘→ + □ or ✕
Assassins Strike	→↓↘ + □ · △ · ✕ · ○
Hook Shot	during jump ↓↙← + □ or ✕
Strength Shot	→↘↓↙← + □ or ○ or ✕
★ Sonic Slaughter	↓↙←↙↓↘→ + □ or ○

ATHENA ASAMIYA

Psycho Ball Attack	↓↙← + □ or ✕
Phoenix Arrow	during jump ↓↙← + △ or ○
Psycho Reflector	→↘↓↙← + ○
Psycho Shot	←↙↓↘→ + □ or ✕
★ Arrow of Phoenix's Fang	during jump ↓↘→↓↘→ + △ or ○

KENSOU SHE

Earth Dragon Fang Nibble	←↙↓↘→ + ✕
Heaven Dragon Fang Nibble	←↙↓↘→ + □
Dragon Upper Cut	←↓↙ + △ or ○
Air-Spin Jab	↓↙← + □ or ✕
★ Super Dragon Combo Punch	↓↘→↓↘→ + □ or ✕

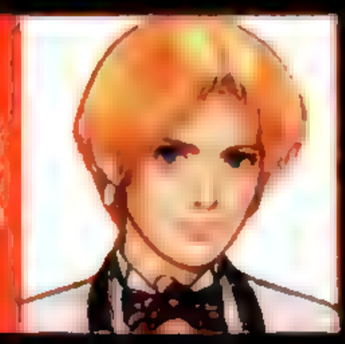
CHIN GENSAI

Gourd Attack	↓↙← + □ or ✕
Burning Sake Belch	→↓↘ + □ or ✕
Orbital Thrust	←↙↓↘→ + △ or ○
Drunken Goblet Bunt	↓↘→ + □ or ✕
★ Thundering Flame Blast	↓↘→↓↘→ + □ or ✕

YAO

Front Psycho Ball Attack	↓↙← + □
Rising Psycho Ball Attack	↓↘→ + □
Psycho Ball Ricochet Attack	↓↙← + ✕
Forward Aerial Psycho Ball Attack	during jump ↓↙← + □
★ Max Psycho Ball Attack	↓↙←↓↙← + □ or ✕

KING



Venom Strike	↓↘→ + ○
Surprise Rose	→↓↘ + □ or ✕
Trap Shot	→↓↘ + △ or ○
Mirage Dance	near opponent ←↙↓↘→ + □ or ✕
★ Illusion Dance	↓↘→↘↓↙← + △ or ○

BLUE MARY

Spin Fall	↓↘→ + □ or ✕
Straight Slicer	← briefly → + △ or ○
Vertical Arrow	→↓↘ + △ or ○
Real Counter	↓↙← + □ or ✕
★ Mary's DynaSwing	↓↘→↓↘→ + △ or ○

KASUMI TODO

Ecstacy Crunch	↓↘→ + □ or ✕
Invisible Body Blow	←↙↓↘→ + △
Fakeout Crunch	←↙↓↘→ + ○
White Mount Pounce	↓↙← + △ or ○
★ Ultimate Ecstacy Crunch	↓↘→↓↘→ + □ or ✕

XIANG FEI

Gutter Fan	→↓↘ + △ or ○
Dreamworld Wave	↓↘→ + □ or ✕
Sonic Jab	(↓↘→ + △) × 2
Cardiac Arrest Wave	↓↘→ + ○
★ Fanas of Virtue	near opponent (→↘↓↙←) × 2 + □ or ✕

KIM KAPHWAN

Crescent Moon Slash	↓↙← + △ or ○
Flying Slash	↓ briefly ↑ + △ or ○
Comet Cruncher	← briefly → + △ or ○
Flying Kick	during jump ↓↘→ + △ or ○
★ Ascending Firebird Kick	↓↘→↓↘→ + △ or ○

CHANG KOWHAN

Breaking Iron Ball	← briefly → + □ or ✕
Spinning Iron Ball	□ or ✕ repeatedly
Big Destroyer Toss	near opponent →↘↓↙←→ + □ or ✕
★ Iron Spheres of Chaos	↓↘→↘↓↙← + □ or ✕
★ Reverse 301 Slash Talon Comb	↓↘→↓↘→ + △ or ○

CHOI BOUNGE

Hurricane Cutter	↓ briefly ↑ + □ or ✕
Hisho Kuretsuzan	↓ briefly ↑ + △ or ○
Flying Monkey Slice	← briefly → + □ or ✕
Flying Kick	during jump ↓↘→ + △ or ○
★ Tornado Ripper	(→↘↓↙←) × ? + □ or ✕

JHUN HOON

Full Moon Slice	↓↙←+△ or ○
Exhaust Attack	↓↙←+□ or ✕
Sand Slicer	↓ briefly ↑ +□ or ✕
Falcon/Tiger Flayer	↓↓+○ / ↓↓+✕
★ Rising Phoenix Boot	during jump ↓↘→↓↘→+△ or ○

KYO CLONE #1

Evil Exorcism	↓↘→+□ or ✕
Enigma Vessel	→↓↘+△ or ○
Overhauled 7-5 Bouncer	↓↘→+△ · △ or ○ · ○
Blue Demon	↓↙←+□ or ✕
★ Serpent Shear	↓↙←↙↓↘→+□ or ✕

KYO CLONE #2

Wild Bite	→↓↘+✕
Poison Bite	↓↘→+□
R.E.D Kick	↓↘→+△ or ○
Demon Flayer	←↓↙+□ or ✕
★ Freestyle	↓↘→↓↘→+□ or ✕

KYO KUSANAGI

Fire Ball	→↓↘+□ or ✕
427 Locomotive Upper	→↘↓↙←+△ or ○
Wicked Chew	↓↘→+✕
Poison Gnawfest	↓↘→+□
★ Ceremony Super Slash 182	↓↘→↓↘→+□ or ✕

IORI YAGAMI

Fire Ball	→↓↘+□ or ✕
Dark Thrust	↓↘→+□ or ✕
Deadly Flower	(↓↙←+□ or ✕)×3
Dark Crescent Slice	→↘↓↙←+△ or ○
★ Reverse 301 Slash Talon Comb	↓↘→↓↘→+△ or ○

KRIZALID

Typhon's Rage	↓↘→+□ or ✕
Lethal Impact	↓↘→+△ or ○
Rising Dark Moon	→↓↘+□ or ✕
Desperate Moment	→↘↓↙←+□ or ✕
★ Desperate Oppression	↓↘→↘↓↙←+□ or ✕

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PlayStation

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